

APPARATUS AND METHODS FOR A CLIENT SERVER SYSTEM

ABSTRACT

A system is disclosed for downloading new in-game data onto a handheld electronic device (31) having a transceiver, the system comprising: a server (41) for storing said new in-game data and for making said new in-game data available for downloading therefrom, said new in-game data being made available to a content enabler by a content provider, monitoring means for monitoring the downloading of said new in-game data from said server to provide at least one parameter indicative of the number of downloads of said new in-game data, accounting means for computing, responsive to said at least one parameter, a payment to be made whereby said first party remunerates said second party.